

games.



SLES-01690



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PAL



ROCK
RAIDERS



PlayStation®

Precautions

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Health Warning

For your health, rest about 15 minutes for each hour of play. Avoid playing when tired or suffering from lack of sleep. Always play in a brightly lit room, and stay as far from the television screen as possible. Some people experience epileptic seizures when viewing flashing lights or patterns in our daily environment. These persons may experience seizures while watching TV pictures or playing video games. Even players who have never had any seizures may nonetheless have an undetected epileptic condition. Consult your doctor before playing video games if you have an epileptic condition or immediately should you experience any of the following symptoms during play: dizziness, altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion, and / or convulsions.

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1 or 2
Player



Vibration Function
Compatible

SLES-01690



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Let's Rock

Welcome to an exciting action adventure game in which you command the roughest, toughest gang of dirt-diggers in the universe – the Rock Raiders! Due to a freak accident the Rock Raiders are lost in space – and it's up to you to help them get back home! Join Axle, Jet, Docs, Sparks and Bandit as they explore bizarre other-worldly caverns beneath an alien planet, searching for the precious Energy Crystals which will power their space ship home. You'll drive and fly amazing futuristic vehicles, encounter strange alien lifeforms, discover incredible secrets and much, much more! Read this booklet carefully, as it will tell you all you need to know about how to play the game and ensure that you get maximum enjoyment from it. Play well!



4

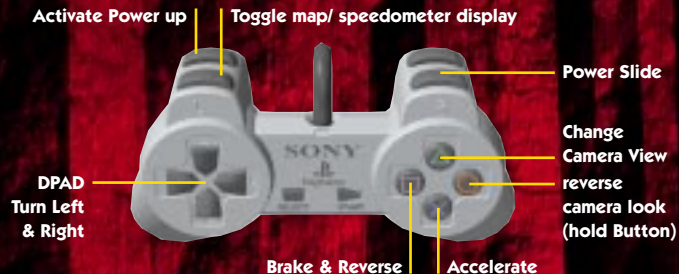
Getting Started

Set up your PlayStation® console by following the instructions in the Instruction Manual. Make sure the power is OFF before inserting or removing the disc. Insert the LEGO Rock Raiders disc and close the disc cover. Insert the game controllers (note: you will need to insert two controllers to play a two-player game) and turn ON the PlayStation console. Follow the on-screen instructions to start a game. It is advised that you do not insert or remove peripherals once the power is turned on.



5

Controlling The Action



On Foot

Here is a list of the default controls. You can change these controls at any time from the **Options** menu, which you can get to from the **Main Menu** (see **Options** on **page 35** for more about this).

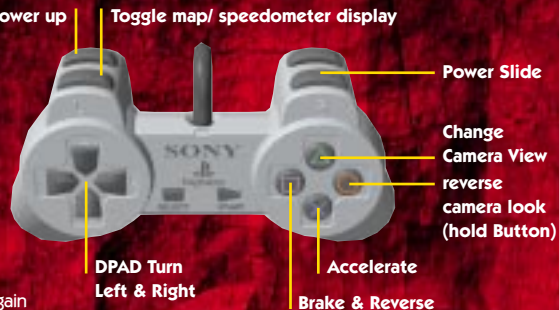
- Move Rock Raider
- Jump; Use vehicle (if one is nearby and highlighted)
- Use Power Drill
- Use currently-selected tool
- Change tool
- Activate GeoScanner
- Move without changing facing direction
- Toggle radar on/off
- Rotate camera

Controlling The Action

In A Vehicle

- Rotate vehicle
- Go forwards
- Reverse
- Brake then press again to get out of vehicle; pick up/drop vehicle / scoop / Rock Raider (if in Tunnel Transport)

- Use drill (if vehicle is fitted with one)
- Use laser beam
- Activate GeoScanner
- Toggle radar on/off
- Rotate camera



Analog Controller (Dual Shock™)

The Analog Controller (DUAL SHOCK™) will let you control how fast the Rock Raiders and their vehicles move. Your Analog Controller (DUAL SHOCK™) must be in ANALOG mode (LED: RED) to control your character with the left stick, to control your vehicle use the right stick to move forwards and backwards and the left stick to rotate left and right. You can turn the **Vibration** On or Off from the **Options** menu which you can get to from the **Main Menu** (see **Options** on **page 35** for more on this).

The Story So Far...

Onboard the huge mining ship LMS Explorer, the Rock Raiders are returning home after a long expedition through the outer rim of the galaxy. Everything is going fine.... until the ship accidentally sails into a giant asteroid field! The crew struggles bravely to guide the ship through the storm of tumbling rocks, but the endless bombardment quickly damages the ship's shield and puts the crew in danger.

Just when the Rock Raiders think things can't get any worse, the ship's sensors detected a vast wormhole at the centre of the asteroid field - and it's sucking them in! With the ship low on power and listing badly, there's little the crew can do but accept their fate and hang on!

Miraculously the badly damaged ship, now running on emergency power, emerges from the wormhole in one piece. However, the crew's initial relief soon turns to horror when they realise that the wormhole has flung them right across the universe and into the heart of a distant alien galaxy!

Chief, the captain of the Explorer, decides to set course for the nearest planet, gambling that the emergency power will hold out long enough for the ship to get there safely. Time is of the essence: if the Rock Raiders are to stand any chance of getting home, they must make emergency repairs to the Explorer and, more importantly, stock up on energy crystals which are running dangerously low.

As the Explorer goes into orbit around the strange alien world, a geological scan shows that there are rich seams of energy crystals beneath the planet's surface - but can the sensors be trusted? The only way to find out is to send in the Rock Raiders!



One-Player Game



The one-player game challenges you to 18 action-packed missions set in the caves and tunnels beneath the alien planet's surface. In each mission you'll be asked to achieve an objective, such as find Energy Crystals or rescue trapped Rock Raiders. Depending on how well you perform your task you could earn special rewards like medals or even secret missions! But take care, as danger lurks in every cavern! Good luck!

Starting A One-Player Game




This is the **MAIN MENU** screen. Use the **directional buttons** to highlight **NEW GAME** and press the **[X] button**. If you only have one controller inserted into your console, the game will now begin.



One-Player Game




If you have two controllers inserted into your console, you will now see this screen. Use the directional buttons to highlight **ONE PLAYER** and press the  button.

Selecting A Mission



This is the **SELECT MISSION** screen, which shows the core of the alien planet. The core consists of three rock 'layers' - the deeper you dig, the more difficult the challenges will become. When you first play the game, you'll only be allowed to play missions in the easier top layer.

In each layer you'll see five caverns, each of which leads to a mission. Use the **directional buttons** to highlight the mission you want to play and press the  button.

In each layer there's a sixth cavern which is sealed up and cannot be selected. This contains an extra tough **Special Mission**. You can only play the Special Mission once you've achieved five **Bronze Medals** (or their equivalent - see **Winning Medals** on page 31 for more


One-Player Game


Mission Briefing



about this) on the other missions in the layer.

Once you earn at least a Bronze Medal in the Special Mission, keep pressing down on the **directional buttons** and you'll be taken to the next deeper, tougher layer.

Each mission begins with a briefing from Chief on the bridge of the LMS Explorer. He'll explain exactly what you have to do to complete the mission with the aid of a holographic screen. Use the **directional buttons** to scroll through the on-screen text and press the  button to accept the mission.

You'll now be asked to choose which of the Rock Raiders you want to try and complete the mission with. Use the **directional buttons** to highlight the Rock Raider you wish to control and press the  button.

Meet The Rock Raiders!

Each Rock Raider can run, use tools, pick up items and perform massive jumps thanks to a rechargeable jetpack.

One-Player Game

How To Jump

Each Rock Raider's jetpack is activated by pressing the **Space** button and allows them to perform super-human leaps! While in the air, note that the Rock Raider is still controllable with the **directional buttons**, and the longer the **Space** button is held down the higher and longer the jump will be. But make sure you use the jetpack carefully, as you must wait for it to recharge before you can use it again! The bar below the Currently-Selected Tool indicator tells you how much energy there is in the jetpack. You should only attempt a jump when the bar is green and the arrows are glowing!

Drilling For Fun & Profit

The Rock Raiders start each mission with just one piece of mining equipment - the **Power Drill**, a small mining tool. To use it, simply move next to a wall and press the **Triangle** button. The Power Drill is only capable of drilling through Dirt or Loose Rock, not Hard or Solid rock (see **Know Your Rock** on page 20 for more about this).

Moving Without Changing Direction

It's possible to move your Rock Raiders and keep them facing in one direction, which is very useful for aiming at moving targets. To do this hold down the **R2** button - you can now move as normal, but your Rock Raider will stay facing in the 'locked' direction.

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Choosing The Right Person For The Job



Each Rock Raider has different abilities. While it's possible to complete every mission with any Rock Raider, some will be easier if you choose your team member carefully. They might even help you get those precious Silver and Gold medals!



Name: Docs

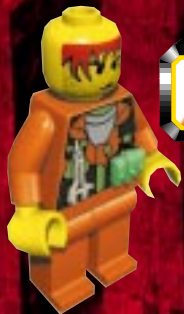
Role: Geologist

Ability: Has a fully-boosted radar and his Shield slowly recharges automatically by absorbing geothermal energy.

Profile: Docs is a very learned man with more qualifications than Sparks has tools! He is renowned for his skill in locating Energy Crystals and LEGO Ore. Indeed, some say that it is almost as if he can see them through the rock!"

13

Choosing The Right Person For The Job



Name: Sparks

Role: Engineer

Ability: Can make tools and equipment perform faster and more often, e.g. a Pusher Beam will fire twice as much and twice as fast.

Profile: Sparks is naturally curious about anything mechanical or electrical and is forever taking things apart and putting them back together. His favorite pastime is inventing new LEGO contraptions and equipment for the vehicles.

Name: Axle
Role: Driver

Ability: Can make ground vehicles travel faster.

Profile: Axle's ability to handle anything with wheels is second to none. Axle is very impulsive and tends to jump headfirst into a situation, but his racing instinct means that he will get a job done in half the time.

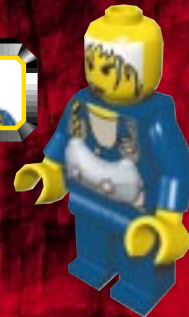


Name: Jet

Role: Pilot

Ability: Has a high-powered fast-recharging jetpack and can make flying vehicles travel faster.

Profile: Jet is one of the most courageous of the Rock Raiders team. Her piloting skills are legendary and she has built a reputation of being able to fly anything from the tiny Hover Scout to the Tunnel Transport like no-one else.



Name: Bandit
Role: Sailor

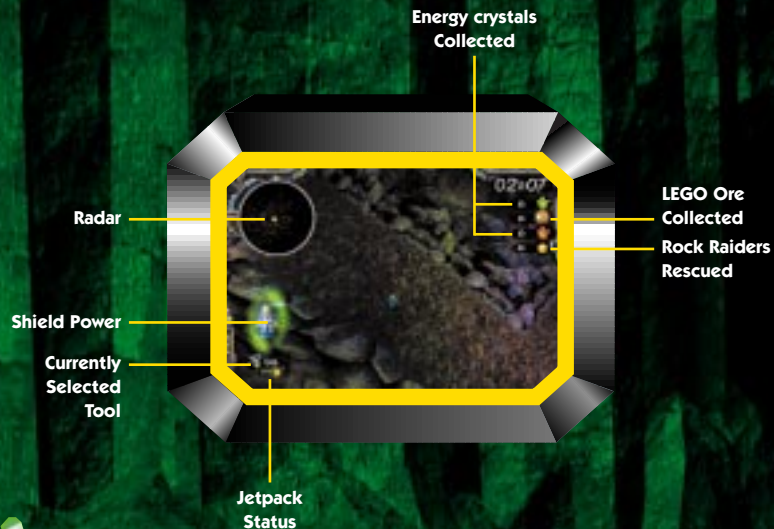
Ability: Is able to swim and can make the Rapid Rider travel faster. However, he is slightly slow on land.

Profile: Bandit is happiest on the water, sailing on underground lakes and riding the rapids, and finds living on dry land difficult. An expert navigator, Bandit takes great pride in his ability to always know where he is.



Starting A Mission

When you start your mission, you'll see a screen that looks something like this:



Starting A Mission

Radar

The radar indicates the location of any vehicles in the vicinity with a blue dot and any buildings with a white dot. If you collect certain radar boosters the radar display will also show the location of alien lifeforms, items or lost Rock Raiders (see **Collecting & Using Items** on **page 21** for more on this).

Shield Power

Each Rock Raider is equipped with a Shield, a powerful invisible forcefield, which protects the wearer from being harmed by flying debris or falling rubble. It can also help protect them from attack by any hostile alien lifeforms they might come across.

As the Rock Raider's Shield takes damage the spinning coloured streams will turn from green to red. If the Shield Power falls to zero the Rock Raider will be beamed automatically back to the LMS Explorer, to prevent them from being physically harmed, and the mission will end.

Jetpack Status

Remember that you can only use the jetpack when this bar is green and the arrows are glowing (see **Meet The Rock Raiders: How To Jump** on **page 12** for more on this).

Starting A Mission

Currently-Selected Tool

Once you find a tool it will appear here, along with a number next to it indicating how many times it can be used. Tools can be activated by pressing the **Square button**. If you've collected more than one tool, you can cycle through them by pressing the **Circle button**. (See **Collecting & Using Items: Tools** on **page 20** for more on this.)

Energy Crystals Collected



As you explore the caves and tunnels beneath the alien planet you'll often find glowing **green Energy Crystals**. If you do, pick them up - chances are, you'll need them to complete the mission!



Occasionally you'll find special Energy Crystals that are red instead of green. Red Energy Crystals are extremely powerful (five times more than green ones!) and very rare, and are usually found only in the hardest-to-reach places. **Red Energy Crystals** are not essential to completing the mission to a Bronze medal standard, but they will help you win **Silver** or **Gold medals**.

Starting A Mission

LEGO Ore Collected



LEGO Ore is a special rock substance that can be found beneath the alien planet. Once collected it can be beamed back to the LMS Explorer and used to build vehicles that will help you complete your mission - see **Building Vehicles** on page 00 for more on this.

Rock Raiders Rescued



In some missions you'll be asked to rescue Rock Raiders who have got lost or trapped beneath the alien planet. To do this, either walk up to them and touch them (this allows the LMS Explorer's Teleport System to get a lock on their position) or winch them to safety onboard the Tunnel Transport.

Know Your Rock

The walls of the caves beneath the alien planet are made up of four types of rock: **Dirt**, **Loose Rock**, **Hard Rock** and **Solid Rock**. It will really help you to know which is which, as each vehicle and drilling tool will only affect a certain type of rock.

Dirt and Loose Rock

Can be drilled at different speeds by every vehicle or drilling tool.

Hard Rock

Only the most powerful vehicles or drilling tools can tackle this. Can also be blasted away with dynamite.

Solid Rock



Impossible to drill or blast - you have to find a way to get around it. If you're having trouble telling which rock is which, you'll find the GeoScanner very useful. This device lets you scan the area and find out what the different rock types are. The hardness of the rock is shown by the shade of green - darker green means that the rock is harder, while lighter green means it is softer. To activate it, press the R1 button. Choose your moment carefully, as you cannot move or do anything else while scanning.

Collecting & Using Items

In the caves and tunnels beneath the alien planet's surface you'll often come across items left behind by previous Rock Raider expeditionary teams. Feel free to pick them up and use them however you like. To collect an item either walk or drive over it, although remember that some items can only be collected when on foot and others only when in a vehicle. You'll need to experiment to find out what can be collected on foot and what can be collected in a vehicle.

Collect items wisely, as you may want to leave some items for use later in the game. For example, if your vehicle isn't damaged then it would be a waste to collect a Vehicle Shield Recharge as it will have no effect on your Shield. After all, you never know when you might need it!

Tools

Items like the **Pusher Beam** and the **GeoScanner** are classed as tools and can be used several times. The When you select a tool it is shown on-screen just beneath the Shield Power indicator. The number next to the tool shows how much power it has left - if the power runs out, you can't use it! To use a tool, first select it by pressing the **Circle button** and then activate it by pressing the **Square button**.



Tools



Pusher Beam

A device which projects a forcefield. It can protect you from alien lifeforms. Once collected it can only be used 20 times.



Pusher Beam PowerCell

Recharges the Pusher Beam so that it can be used an additional 20 times.



Freezer Beam

A coolant device which can be used to freeze alien lifeforms for a short while. Once collected it can only be used 10 times.



Freezer Beam PowerCell

Recharges the Freezer Beam so that it can be used an additional 10 times.



Laser Beam

A powerful device which can cut through Hard Rock in a second. Once collected it can only be used 5 times.



Laser Beam PowerCell

Recharges the Laser Beam so that it can be used an additional 5 times. It can also be used to power the Laser Beams mounted on some vehicles.

Tools



Dynamite

An explosive charge, which is useful for clearing away Hard Rock. Once collected it can only be used once.

Equipment

Items such as the Shield Recharge and the Lifeform Radar Booster are classed as equipment and are activated as soon as you pick them up.



Shield Recharge

Recharges some Shield Power. Once collected it recharges straightaway.



Full Shield Recharge

Recharges ALL Shield Power. Once collected, it recharges straightaway.

Equipment



Vehicle Shield Recharge

Recharges some of a vehicle's Shield Power. Once collected, it recharges straightaway.



Lifeform Radar Booster

Makes the radar detect alien lifeforms, which show up as red dots. Once collected, it detects aliens straightaway.



Item Radar Booster

Gives radar the ability to detect items, crystals and ore, which show up as green dots. Once collected, it detects items straightaway.



Full Vehicle Shield Recharge

Recharges ALL of a vehicle's Shield Power. Once collected, it recharges straightaway.



Rock Raider Radar Booster

Gives the radar the ability to detect lost Rock Raiders, who show up as yellow dots. Once collected, it detects Rock Raiders straightaway.

Driving & Using Vehicles

Vehicles can be found in many of the caves beneath the alien planet. To use one, walk up to it until pulsing green arrows appear around the vehicle and then press the **button**. Note that when driving a vehicle the controls are slightly different - instead of holding the directional button in the direction you want to go, you must now **rotate left and right** and **accelerate forwards and backwards**.

Some vehicles come fitted with giant drills (activated by pressing the **Triangle button**) and even laser beams (activated by pressing the **Square button**).



Chrome Crusher

One of the most powerful vehicles in the Rock Raiders fleet, which can clear vast swathes of Dirt, Loose Rock or Hard Rock with either its front drill or laser beam. Remember that the laser needs a Laser Beam PowerCell to work!



Driving & Using Vehicles

Hover Scout

A fast, easy to handle scout vehicle which first-time pilots might find a little tricky to control. It's able to float over all solid surfaces but cannot cross water or lava.

Large Mobile Laser Cutter

This is not the fastest of beasts, but its twin laser beams can easily cut through Dirt, Loose Rock and Hard rock. Note that the lasers need Laser Beam PowerCells to work!

Loader Dozer

The Loader Dozer's front-mounted bucket can be used in many different ways. Not only can it smash through Dirt and Loose Rock it can also sweep away spider's web and seal geysers or lava plumes.



Driving & Using Vehicles

Rapid Rider

This is the only water-going vehicle in the Rock Raiders fleet. It's fast and easy to handle, and is mainly used as a one-man transport.

Small Digger

Although the Small Digger can only drill through Dirt and Loose Rock, its speed and handling make it a popular choice for most Rock Raiders.

Small Mobile Laser Cutter

This has very similar abilities to the Large Mobile Laser Cutter but is lighter and faster. As with the LMLC, the laser needs a Laser Beam PowerCell to work!





Driving & Using Vehicles



Tunnel Scout

Designed as a one-man scout vehicle, the Tunnel Scout's flying height and turbo jets make it very difficult for monsters to attack in flight.

Tunnel Transport


This is the workhorse of the Rock Raiders fleet, which has the unique ability to fly anywhere. Due to its great weight it can only land and take-off from a landing pad. Note that you will only be safe to land when the lights on the pad are green, not red.

The Tunnel Transport can be used to airlift Rock Raiders and even vehicles through the underground caves. To pick up a Rock Raider or vehicle, simply hover above it. When you see arrows appear, press the  **button**. To drop a vehicle back on the ground, press the  **button** again. When ferrying a vehicle, take care not to smash it into the tunnel walls!


Finally, the Tunnel Transport can pick up water and carry it from place to place in a specially designed scoop. To pick up the scoop, hover above it until arrows appear then press the  **button**. To drop it, press the  **button** again. To pick up water, simply find an underground lake and drop the scoop into it. The water-filled scoop can then be picked up again and dropped onto lava to form a temporary bridge.

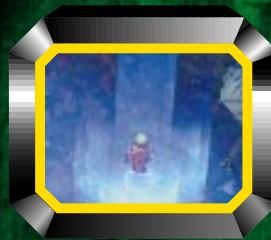
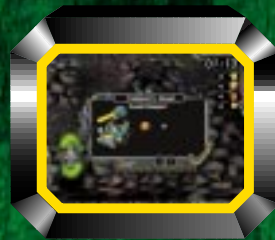


Building Vehicles

It's possible to build vehicles using the LEGO Ore you've collected. First you have to find a Teleport Station, like the one shown here. To enter the Teleport Station, press the  **button**.

A picture will appear on-screen showing you the vehicle you could build, along with a picture of some LEGO Ore and a number by it. This shows the amount of Ore you need to build the vehicle.

If you have enough LEGO Ore to build the vehicle, press the **Triangle button**. The vehicle will now be beamed down. If you want to leave the Teleport Station, press the  **button**.



Changing The View

When your Rock Raider is travelling around on foot, it's possible to change the view. To do this, hold down the **L2 button** and press **left** or **right** on the **directional buttons**. You'll now see the view rotate in 45° steps.

Incomplete Mission

Should a Rock Raider not complete a mission, either by their Shield losing power or by not achieving the mission objectives, they will be beamed back to the LMS Explorer and sent for rest and more training. You may now attempt the mission again using any of the remaining Rock Raiders on active duty. Rock Raiders being trained stay out of action for four mission attempts.

Winning Medals

If you manage to complete the mission you'll be rewarded with a medal depending on how well you did. If you did the minimum required, you'll get a **Bronze Medal**. If you exceeded expectations, you'll get a **Silver Medal** or even a **Gold Medal**!

Although it's not easy, it's well worth trying to get the tougher medals. Silver Medals are equal to two Bronze Medals. Gold Medals are equal to three Bronze Medals. This means you'll be able to access the Special Missions more quickly (for example, one Gold Medal and one Silver Medal is equal to five Bronze Medals, which would be enough to open the Special Mission).

So Remember

1 Silver Medal = 2 Bronze Medals

1 Gold Medal = 3 Bronze Medals

1 Silver and 1 Gold Medal = 5 Bronze Medals = Special Mission

When attempting to win a Silver or Gold Medal, be sure to drill every wall and keep a look out for hidden secrets!

Winning Medals

Secret Missions

There are three extra-special Secret Missions to find, which will test the skills of even the greatest Rock Raider. To reveal the first Secret Mission you must get at least a Bronze Medal in **EVERY** mission. To reveal the second Secret Mission you must get at least a Silver Medal in every mission. To reveal the third and final Secret Mission you must get a Gold Medal in every mission. Can you do it?

Win these Medals

1 or more Bronze Medals

1 or more Silver Medals

1 Gold Medal

Reveal this Mission

First Secret Mission

Second Secret Mission

Third Secret Mission

Password

No matter whether you succeeded or failed a mission, you'll be given a special password that records your progress so far. If you want to restart a game from where you are now later on, note down the password and enter it from the **Main Menu**. (See **Entering a Password** on page 39 for more on this.)

Alien Lifeforms

Many mining crews have reported sightings of weird creatures lurking in the caverns beneath the planet's surface. Here's the lowdown on the ones currently known about, but be warned there could be even nastier horrors waiting in the deeper caverns...

Spiders

Take care not to drive into any of the spiders' sticky webs or your vehicle will get stuck fast! Luckily, a blast from a Pusher Gun will clear away the cobwebs...

Scorpions

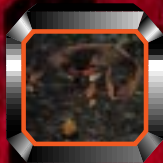
Scorpions will track your movement and attempt to drain your ShieldSuit's power with blobs of poisonous plasma.

Slimy Slugs

These critters may look cute but once disturbed they behave like battering rams, slamming at high speed into any Rock Raiders or vehicles nearby.



Alien Lifeforms



Rock Monsters

These are the most dangerous lifeforms yet encountered. If you happen to see a Rock Monster then it's probably best to RUN!



Rock Whale

The Rock Whale is a lumbering creature, which often stops for a sleep in the most awkward of places. It can be lured out of your way by a blast from the Pusher Beam - for some reason, they're attracted to the energy they produce. They have also been known to jump into water, forming makeshift bridges.



Natural Hazards

It's not just the lifeforms you've got to watch out for - the planet itself poses a few problems too...

Water

Try to avoid falling or driving into water - it will short-circuit your Shield's circuitry and drain its power.

Lava

Lava is extremely dangerous! If you get too close Chief will have no choice but to teleport you home pronto!

Lava Plumes

Like geysers but even nastier - one blast from these can knock even a Tunnel Transport out of the sky.

Geyser



These jets of scalding steam are very dangerous and can surprise you so - take extreme care!

Pausing The Game

If you want to take a break from the action, simply press the **Start** button on your controller - this will pause the game. You may now select from a menu of options - use the **directional buttons** to highlight the option you want then press the **■** button.

Mission Options

Continue Mission

Allows you to continue playing from where you left off.

Music Volume

Allows you to change the volume levels of the music. Use the **directional buttons** to alter the volume, the **Square button** to reset the music to its original setting and the **X button** to return to the Pause Menu.

Mission Brief

Gives you a reminder of what Chief said in the mission briefing room. Use the **directional buttons** to scroll through the text and the **■** button to return to the **Pause Menu**.

Mission Options

Effects Volume

Allows you to change the volume levels of the sound effects. Use the **directional buttons** to alter the volume, the **Square button** to reset the sound effects to their original settings and the **X button** to return to the Pause Menu.

Restart Mission

Allows you to restart the mission from the beginning. If you select this option you'll be asked to confirm that you're sure you want to restart - if you are, use the **directional buttons** to highlight the **Yes** option then press the **X button**. If you select the **No** option you'll be returned to the Pause Menu. Note that you can only restart a mission three times, giving you a total of four attempts to complete it.

Quit Mission

Allows you to abort the mission and return to the bridge of the LMS Explorer. If you select this option you'll be asked to confirm that you're sure you want to quit - if you are, use the **directional buttons** to highlight the **Yes** option then press the **X button**. If you select the **No** option you'll be returned to the Pause Menu. Note that if you quit a mission Chief will note this mission as incomplete, so the Rock Raider you have selected will be sent on leave.

Two-Player Game

LEGO Rock Raiders features a two-player mode in which you and a friend can team up and go searching for Energy Crystals and Ore together. So what are you waiting for? Grab a friend and get digging!

Starting a Two-Player Game

Before attempting to play a two-player game, first ensure that two controllers are inserted into your PlayStation!

Then on the **Main Menu** screen highlight the **New Game** option and press the **X button**.



Now highlight the **Two Player** option and then press the **X button**.



Two-Player Game

Selecting a Mission

As in the one-player game this is the **Select Mission** screen. When you first play the game you'll see three caverns, each of which leads to a mission. To play a mission, move the **directional buttons** until the mission you want is highlighted then press the **X button**.

Unlike the one-player game the two-player missions are all one-off adventures, designed just for fun. Whether you complete or fail a mission, it doesn't affect the overall outcome of the game. In all there are nine two-player missions to enjoy, with the six more difficult missions only becoming available as you open up the deeper layers in the one-player game.

Mission Briefing



Once a mission is selected you'll receive a briefing from Chief on the bridge of the LMS Explorer. Scroll up or down through the text on the screen with the **directional buttons**, then press the **X button** to accept the mission.

Both players will now be asked to choose a Rock Raider. Move the spotlights with the **directional buttons** then press the **X button** to select a Rock Raider. Note that it is not possible for both players to control the same character.



Entering A Password

After each attempt to complete a mission in the one-player game, you'll be presented with a special password that records your progress up to that point in the game. If you note these passwords down, you can enter them at a later date and continue playing from that point. To do this, follow these steps...



On the **Main Menu** screen, highlight the **Enter Password** option and press the **X button**.

If you want to enter a password, press the **X button** again.

Enter the password, using the buttons on your controller. If you make a mistake, press **R1** and **L1** to position the cursor over the incorrect symbol and enter a different one. If you want to clear all the symbols and start again, press the **Select** button. If you want to

enter the password, press the **Start** button.

If the password was recognised you'll go straight to the select mission screen. If it wasn't you'll get the opportunity either to enter the code again or to return to the **Main Menu**.

Options

It is possible to customise LEGO Rock Raiders in many ways from the **Options** menu. To access this menu, first go to the **Main Menu**. Use the **directional buttons** to highlight **Options** then press the **X button**. You'll now see a menu of customisable options.

Movement

This option allows you to change how your Rock Raider is controlled when on foot. Press the **X button** to toggle between one of two choices: **Directional** or **Rotational**.

Directional movement makes your Rock Raider move in the direction that you push the **directional buttons** on your controller.

Rotational movement, on the other hand, makes your Rock Raider behave in a similar way to a vehicle, i.e. you push up on the **directional buttons** to move forward and push left and right on the **directional buttons** to rotate.

Vibration

If you are playing the game with a Analog Controller (DUAL SHOCK™), you can turn the vibration function on or off with this option. Note that when you start the game this option is always turned **ON**.

Controller

Use the **directional buttons** to choose between four different controller configurations. When you've found the controller configuration you're happiest with, press the **X button** to return to the **Options** menu.

Music Volume

Use **directional buttons** to alter the music volume, the **Square button** to reset the music to its original setting and the **X button** to return to the **Options** menu.

Effects Volume

Use the **directional buttons** to alter the sound effects volume, the **Square button** to reset the sound effects to their original settings and the **X button** to return to the **Options** menu.

Credits

Data Design International
(SG - lead people only)

Design and Programming
(names to be supplied)

Graphics
(names to be supplied)

Sound & Music
(names to be supplied)

Animation
(names to be supplied)

Additional Programming
(names to be supplied)

LEGO Media International
Mark Livingstone:
Worldwide Managing Director

Software Development
Laurence Scotford: Head of Constructive,
Games & Girls Software
David Upchurch:
Producer

Testing & QA
Tony Miller: QA Manager
Rob Marsh: Lead Tester

Localisation
Cara McMullan: Localisation Manager

Production
Nic Ashford: Logistics Manager

International Marketing
Petra Bedford:
Marketing Director (Europe & Asia)
Amy Schwelling:
Marketing Manager
Ron Gibson: US Marketing Manager

International Sales
Leah Kalboussi:
Sales Director (Europe & Asia)
Gregg Sauter:
US Sales & Marketing Director

Technical Support

If you have any problems with LEGO Rock Raiders please contact Technical Support.

Technical Support 0870 600 3003

Fax 0870 600 3004

Email help@uk.legomedia.com

Support Times 9.30 a.m. - 6.30 p.m. Monday - Friday
(Excluding weekends and Bank Holidays)

World Wide Web www.legomedia.com

Address Technical Support / Customer Services
LEGO Media International Limited, 100 Hammersmith Road,
London, W6 7JP, England





Epilepsy Warning

Please read before using any video game or allowing your children to use it. Some people are liable to have an epileptic seizure or loss of consciousness when exposed to flashing lights or certain normal conditions of everyday life. Such persons could risk a seizure while watching televised images or while playing certain video games, and this can occur even if there have been no previous medical problems or experience of epilepsy. If you or a member of your family has ever shown epileptic symptoms (seizure or loss of consciousness) when exposed to flickering lights, consult your doctor before playing. Parents should supervise their children's use of video games. If you or your children experience any of the following symptoms – dizziness, altered vision, eye or muscle twitches, loss of consciousness, disorientation, involuntary movements or convulsions – discontinue use immediately and consult your doctor.

PLEASE TAKE THE FOLLOWING GENERAL PRECAUTIONS WHEN PLAYING VIDEO GAMES

Do not sit too close to the television screen; position yourself with the linking cable at full stretch. Play video games preferably on a small screen. Do not play if you are tired or have not had much sleep. Make sure that the room in which you are playing is well lit. Rest for 10-15 minutes per hour while playing video games.

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